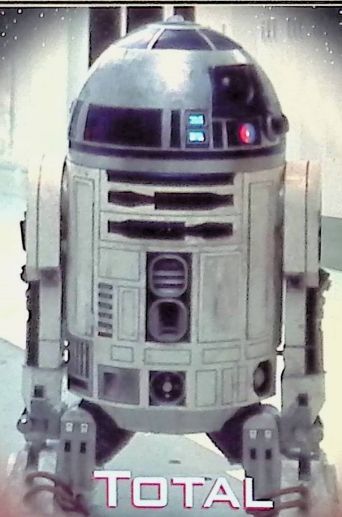


#20

STAR WARS®

MISSIONS



TOTAL
DESTRUCTION

RYDER WINDHAM

STATE OF NEW YORK

IN SENATE,
January 15, 1907.
REPORT
OF THE
COMMISSIONER OF THE LAND OFFICE,
IN RESPONSE TO A RESOLUTION
PASSED BY THE SENATE
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TOTAL DESTRUCTION

RYDER WINDHAM

SCHOLASTIC INC.

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TOTAL DESTRUCTION

INTRODUCTION

On the factory world Bonadan in the Corporate Sector of space, General Mordak and Officer Tix met with an Imperial engineer named Frap Radicon. Obeying the laws of the Corporate Sector, the Imperials were without weapons. Only the notorious Espos — security police for the Corporate Sector Authority — were allowed to carry weapons on Bonadan.

In Docking Bay 317 at Bonadan Spaceport Southeast II, Mordak, Tix, and Radicon waited for the arrival of a captured Corellian Action VI bulk freighter, the *Stellar Manx*. The *Manx* was scheduled to pick up supplies on Bonadan and transport them to a secret destination.

The Empire was unaware that the Rebel Alliance had rescued the *Manx* from its Imperial captors and returned the ship to its owner, Captain Kar Lamoran.

Determined to find out more about the secret mission, the Rebels and Kar Lamoran decided to make the trip to Bonadan themselves. Disguised as an ordinary freighter crew, Luke Skywalker and his friends docked the *Millennium Falcon* within the main hold of the massive *Stellar Manx* and left for the Corporate Sector.

After landing at Docking Bay 317, Luke Skywalker, Princess Leia Organa, Han Solo, See-Threepio, and Kar Lamoran prepared to leave the *Manx*. Since there was no way for Chewbacca to disguise himself as a human spacer, the Wookiee remained on board the *Millennium Falcon* along with the droids Artoo-Detoo and Q-7N.

Despite her disguise, Princess Leia was recognized by Frap Radicon. Thinking quickly, Han Solo secretly placed a small blaster in Radicon's pocket. Within minutes a Corporate Sector weapons detector went off and the Imperial engineer was arrested by the brutal Espos.

General Mordak immediately accessed the HoloNet and contacted Darth Vader. The Dark Lord of the Sith sent a bounty hunter to Bonadan to rescue Frap Radicon from the security police in the hopes of avoiding a conflict with the Corporate Sector Authority.

Following a daring prison break, the bounty hunter brought Radicon back to General Mordak. The Imperials loaded their cargo aboard the *Stellar Manx* and prepared to leave Docking Bay 317. Unaware that Chewbacca, Artoo-Detoo, and Q-7N were still hiding on board the *Millennium Falcon*, the Imperials blasted away from Bonadan. By stealing both the *Manx* and *Falcon*, General Mordak had managed to leave Luke, Leia, Solo, Lamoran, and See-Threepio stranded on the factory world.

From inside the *Millennium Falcon*, Q-7N transmitted a message to See-Threepio on Bonadan. Artoo-Detoo had learned the Imperials were transporting their cargo to Q-7N's homeworld in the Unknown Regions of space. Threepio relayed the information to Luke Skywalker.

Suspecting the Imperials may be planning to build a new weapon in the Unknown Regions, Luke, Leia, Solo, Threepio, and Kar Lamoran raced to find a way off of Bonadan. . . .

PRELIMINARY MISSION

THE JOURNAL OF THE
ROYAL ANTHROPOLOGICAL INSTITUTE

CHAPTER ONE

Luke Skywalker, Princess Leia Organa, and the golden droid See-Threepio stood by the entrance to the docking bay and watched out for the Corporate Sector security patrols. Inside the docking bay, Han Solo and Kar Lamoran were attempting to hot-wire a starcruiser.

"This is madness!" Threepio exclaimed. "Except for the docking bay, there's no escape from this alleyway. We'll be caught for sure!"

"I can't believe we're doing this either," Leia admitted. "I mean, it's bad enough that Han talked us into stealing a starship, but does he *have* to steal a vessel owned by the Corporate Sector Authority security police?"

"We didn't really have time to be *selective*, Leia," Luke pointed out. "If we're going to stop the Imperials in the Unknown Regions, we *have* to get off Bonadan. And since we don't have the credits to *buy* a ship, taking one is our only option."

Threepio shook his head, ashamed at his part in the theft. "Dear, oh, dear! I'll be melted for sure." Suddenly, Threepio's eyes brightened. "I just had a thought!" the droid declared. "Perhaps after we . . . *borrow* this starcruiser, Master Solo might later *return* it to the Corporate Sector Authority?"

"Maybe *you* should suggest that to him, Threepio," Leia proposed.

Just then, Solo stepped through the docking bay doorway. "Let's move!" he commanded. "Kar has the ship all fired up and ready to go!"

"Master Solo?" Threepio began. "I wondered if I might suggest —"

"HEY!" shouted a loud voice, interrupting the protocol droid and causing all the Rebels to turn. A hulking, heavily armored Espo (a member of the Corporate Authority police) had entered the alley while the Rebels weren't looking. "You're trespassing! This docking bay is for official use only!"

Han Solo stepped away from the other Rebels. Walking toward the oncoming Espo, Solo slowly raised both of his hands to show he was unarmed. "It's about time you got here, pal," Solo drawled. "We've been looking everywhere for you! You were supposed to be here over an hour ago."

"What are you talking about?" the security policeman replied, pulling his cumbersome blaster out of its holster. "Don't lie to me! I'm on routine patrol. I'm not supposed to be anywhere until —"

Solo quickly placed his hands against the Espo's armor-plated chest, extended one foot behind the security policeman's leg, and pushed hard. Thrown off balance, the Espo toppled backward, his armor carrying him to a rapid, violent impact with the ground. After that, the Espo didn't move.

Luke, Leia, and Threepio watched in stunned silence as Solo pried the blaster from the unconscious Espo's fingers. Turning to his fellow Rebels, Solo reprimanded, "Do I have to do *everything* around here? I thought I told you to keep an eye out for Espos!"

"It's not our fault the guy entered the alley," Leia said. "Why did you have to pick an Espo combat cruiser anyway?"

"Well, for one thing, it's *fast*," Solo answered with a shrug. Looking at See-Threepio, Solo added, "Quick, Gold-
enrod — what was it you wanted to tell me?"

The golden droid's gaze traveled from the unconscious Espo to the large blaster dangling from Solo's hand, then back to the Espo. "I thought I . . . that is, you . . . oh, dear!" Threepio stammered, turning to Luke. "Now we're *really* in trouble!"

"Come on!" Luke said. "We're wasting time. Let's get out of here!"

Entering the docking bay, the small group of Rebels scrambled up the landing ramp and into a *Marauder*-class Corvette. Aerodynamically streamlined for atmospheric combat, the sleek-bodied ship looked more like an oversize starfighter than a combat cruiser. Balanced by broad maneuvering flaps, the Marauder carried three tractor beam projectors, eight double turbolasers, and twelve Authority IRD-A starfighters.

For years, the Corporate Sector Authority had used Intercept Reconnaissance Defense fighters. Built with powerful engines, the IRD was unfortunately difficult to control. The IRD-A was the aerodynamically improved model, keeping the standard large canopy bubble but adding a molded fuselage and a vector stabilizer for enhanced maneuverability.

Slipping behind the controls on the Marauder's bridge, Han Solo and Kar Lamoran exchanged congratulatory smiles. Seconds later, the Marauder blasted out of the hangar and away from the planet Bonadan.

Although Leia, Luke, and Threepio did not entirely approve of Solo's reckless efforts, they had to admit he was

right about one thing: the Corporate Sector Authority's cruiser was very, very fast.

"Most *Marauder*-class Corvettes aren't equipped with hyperdrives," Solo noted as he entered the coordinates for the Unknown Regions into the cruiser's nav computer. "It was sheer luck that I found this particular ship." Solo punched the controls and launched the vessel into hyperspace. A dazzling display of lights showered past the *Marauder*. "When we get to the Unknown Regions, the Imperials will wish they'd never stolen the *Millennium Falcon*!"

"Hey, the Imperials stole *my* freighter," Kar Lamoran corrected. "The *Falcon* just happened to be inside the *Manx*."

"You've got me wondering, Solo," Princess Leia mused. "Would you be in such a hurry to go after Kar's freighter if it didn't contain the *Millennium Falcon*?"

"I resent that question!" Solo countered. "Sure, I admit I'm worried about the *Falcon*. I've put a lot of hard work into that ship over the years. But the *Falcon* is just a ship. I'm more concerned about Chewbacca."

"You're afraid of what the Imperials might do to him if they catch him?" Leia asked.

"A little," Solo sighed. "But I'm *more* concerned about what Chewie will do to *them*!"

Inside the *Millennium Falcon*, Chewbacca listened to the steady hum of the *Stellar Manx*'s hyperdrive engines. When Kar Lamoran's freighter had blasted away from Bonadan Spaceport Southeast II without any warning, Chewbacca had immediately suspected the ship was not

being piloted by his friends. Artoo-Detoo's briefly transmitted communication with See-Threepio had confirmed the other Rebels were still on Bonadan and that Imperials had stolen the *Stellar Manx* along with the *Falcon*.

Hidden within one of the *Falcon*'s smuggling compartments, the Wookiee glanced at the two droids. Artoo and Q-7N's photoreceptors illuminated the dark compartment. So far, they had been lucky. As far as they knew, the Imperials had not even attempted to board the *Falcon*.

Chewbacca knew it would be dangerous to attack the Imperials on his own, but he was prepared to do so. He held his prized bowcaster, built by a master weapon crafter on Chewbacca's homeworld of Kashyyyk. Modified with an automatic recocking system, the bowcaster could fire six rounds of explosive quarrels between loads. It was fully charged, and Chewbacca carried plenty of spare ammunition in the bandolier slung across his furry torso.

A slight tremor rumbled through the floor, indicating a shift in the *Stellar Manx*'s hyperdrive engines. The astromech Artoo beeped with excitement.

"Artoo says the Imperials have left hyperspace and entered the Unknown Regions!" Q-7N whispered, hovering in the darkness. Artoo beeped a question to the floating droid. "I believe you're correct, Artoo," Q-7N exclaimed. "The Imperials are traveling to my homeworld!"

Chewbacca let out a low growl. He listened as the *Stellar Manx*'s landing gear was deployed. The *Manx*'s engines groaned and the *Falcon* shifted slightly in the belly of the larger freighter.

The brave Wookiee knew that his friend Han Solo was probably already on his way to the Unknown Regions.

Chewbacca couldn't stay hidden within the *Millennium Falcon* forever.

Chewbacca would wait for the Imperials to board the *Falcon* and let them believe the ship was empty. As soon as he sensed the soldiers had relaxed their guard, he would leave his hiding place. With the droids' help, he might be able to escape with the *Falcon*.

And if he couldn't escape, Chewbacca would hunt the Imperials down, one by one.

CHAPTER TWO

"There ought to be a sign," Frap Radicon noted. "A big sign that reads 'Welcome to the Unknown Regions!'" He was standing on the surface of the red planet, gazing across the broad, lifeless horizon. Radicon glanced at his wrist chronometer. "Our reinforcements should arrive any minute now."

The Imperials had landed the *Stellar Manx* near the remains of an ancient transmission tower. The crew had changed from their spacer disguises into their Imperial uniforms. Frap Radicon, General Mordak, and Officer Tix watched as six stormtroopers removed the cargo containers from the captured freighter. They were waiting for the arrival of an Incom Y-4 transport shuttle.

A thundering noise caused all the Imperials to look up into the red sky. The Incom Y-4 transport shuttle descended toward the planet. The thirty-meter-long vehicle carried forty troops, four All Terrain Scout Transports, and assorted ground vehicles. Kicking up a large cloud of dust, the Y-4 landed near the *Stellar Manx*.

Turning to General Mordak and Officer Tix, Radicon commented, "You said Darth Vader selected this world?"

"That is correct," Mordak answered. "Lord Vader and I tracked Admiral Terno and Officer Tix to this planet. It's uninhabited but, as you can see, it is capable of supporting life."

Radicon directed his gaze to Officer Tix and offered a wicked smile. "From what I've heard, this planet didn't support Admiral Terno's life for very long."

Tix couldn't help but glance at a nearby mound of dirt, Termo's final resting place. Tix felt himself shiver.

"Admiral Termo died because it was the will of Darth Vader," General Mordak said without thinking. Pushing aside the ugly memory of Termo's death, Mordak focused on the matter at hand. "In my last communication with Lord Vader, he said this planet would be an ideal location for 'the experiment.' I want a full explanation of this secret experiment . . . and I want it *now*, Radicon."

"Yes, General," Radicon answered coolly. "While he was building the Death Star, Grand Moff Tarkin conceived another weapon — a gravity well projector. If it is properly connected to a gravity well generator, the projector will be able to prevent enemy starships from escaping into hyperspace. Furthermore, it will also force ships already traveling through hyperspace to drop out into realspace."

"At the Academy, we were told that such a weapon could not be built," General Mordak interjected. "It would be uncontrollable and probably cause a massive gravitational implosion!"

"Then we'll just try to avoid any accidents," Frap Radicon remarked. "Originally, the experiment was to take place in the Delrakkin system. The Rebels ruined the Empire's plans for that. After I gathered all the necessary equipment to build the weapon, I waited on Bonadan for weeks while Vader scouted for a new test site." Radicon gazed at the unloaded cargo containers. "I think this world will do very nicely."

Mordak and Tix exchanged a cautious glance. Without saying a word, both men knew what the other was think-

ing. There was a good reason no one had ever before built a gravity well projector: failure was virtually guaranteed.

After the destruction of the Death Star, it seemed the Empire had become desperate for a new weapon. General Mordak found himself questioning the sanity of the Emperor and Frap Radicon. Only Darth Vader seemed to be in control. Vader probably *knew* the experiment would fail, but he didn't care. To the Dark Lord of the Sith, Mordak imagined, a gravity well projector was just another Imperial toy.

Mordak remembered seeing an old light freighter stowed in the main hold of the *Stellar Manx*. With any luck, he thought, he could use the old freighter to escape the Empire. If he could convince Tix to join him, he might just make it.

Leaning close to Officer Tix, General Mordak boldly whispered, "I didn't go to the Academy to work with madmen, Tix. I'm beginning to see the appeal of the Rebellion! I think we should try to get off of this planet."

"Really, sir?" Tix whispered in reply. "Because . . . I've been thinking the same thing for months! I was just afraid to say anything."

Mordak and Tix watched Frap Radicon open the cargo containers. Radicon smiled. "I prepared most of the equipment on Bonadan," the engineer stated, dragging a long metal cable out of one container. "We can be ready for the first test shortly!"

General Mordak and Officer Tix both returned Radicon's smile. "When do you think we should leave?" Tix muttered.

"Immediately," Mordak answered in a low voice. "If not sooner! There's another ship in the main hold of this freighter. Let's go check it out."

The two Imperial officers reentered the *Stellar Manx* and made their way to the *Millennium Falcon*.

Standing in the *Falcon's* forward cargo hold, General Mordak and Officer Tix examined the main engineering console. Positioned against the aft bulkhead, the console displayed many more features than the usual Corellian freighter.

"I'm not certain, but I think some of these modifications might be from Imperial sources," Officer Tix observed. "My guess is that this ship belongs to pirates or smugglers!"

"They may be working with the Rebellion," General Mordak mused. "Frap Radicon recognized Princess Leia Organa back on Bonadan. Since we have the freighters, she may be stuck in the Corporate Sector. If we're going to try joining the Rebellion, we should return to Bonadan and try to find her."

The sound of a metal plate sliding back caught the attention of Mordak and Tix. "What was that noise?" Tix asked.

"I don't know," Mordak answered. "Maybe it's a security system?"

In response to Mordak's pondering, the growl of a large, dangerous creature rumbled from behind the two Imperial officers. They turned to see a hulking Wookiee aiming a bowcaster at them. Behind the Wookiee, an astromech droid was hauling itself out of a hidden compartment. A

small, round, second droid flew out of the compartment and hovered before the startled officers.

"Don't move or the Wookiee will fire," the ball-shaped droid cautioned. "We overheard that you want to join the Rebellion. Can you help us return to Bonadan?"

"Yes!" Mordak answered, recovering from the surprise of the ambush. "I can tell the other Imperials we're going to use this ship to patrol the planet. We could leave within minutes."

The ball-shaped droid rotated a photoreceptor at the Wookiee. Without lowering his bowcaster, the Wookiee nodded at the astromech droid. The astromech droid let out a confident whistle.

Returning his focus to the two officers, the ball-shaped droid commanded, "Then do it. But if you try anything funny, the Wookiee will *not* be amused!"

CHAPTER THREE

Exiting hyperspace, Han Solo and Kar Lamoran piloted the stolen Marauder toward the red planet. "I never thought we'd be back here again, let alone so soon!" Solo groaned.

"What brought you here before?" Kar Lamoran inquired.

Luke Skywalker and Princess Leia were seated behind Solo and Lamoran. "Not too long ago, Q-7N intercepted a signal from space," Leia answered. "We traced the signal to this planet and came to investigate. Q-7N believed this was his homeworld."

"What did you find?" Lamoran asked.

"Nothing," Solo replied. "Just some ruins and an old transmission tower."

"Yeah, but remember I said it looked like there'd been an Imperial attack?" Luke interjected.

"Sure, kid, I remember," Solo answered. "Q-7N never did remember what happened to the people on this planet, did he?"

"I'm afraid not," Luke answered. "After we came here, it seemed like he didn't want to talk about it again."

"Master Luke is quite right," Threepio chimed in from the rear of the bridge, surprising everyone. "At first, Q-7N was excited to return to his homeworld. But after he explored the planet, he wasn't even curious about its history. Not even Artoo-Detoo could get Q-7N to talk about it, and you *know* that Artoo! That pesky astromech can get a droid to do anything!"

Turning to Luke, Princess Leia suggested, "Maybe Q-7N *did* remember or discover something about his planet. And maybe he didn't want to tell us."

"But why not?" Luke pondered.

"Maybe he was afraid," Lamoran proposed. "I once owned a droid that would just shut down whenever it got nervous. Maybe Q-7N discovered something on the planet that frightened him."

"This is all *extremely* fascinating," Solo yawned, "but have you all forgotten why we came here? The Imperials have Chewbacca, Artoo, Q-7N, the *Millennium Falcon*, and the *Stellar Manx*. They also may be building a new experimental weapon. Any ideas about what we should do next?"

"Heads up!" Lamoran shouted. "There's a ship leaving the planet!"

Checking the sensors, Solo grinned. "It's the *Falcon*! Threepio — can you send a signal to Artoo from this range? I want to know who's piloting my ship!"

Adjusting the broadband antennae in his head, See-Threepio transmitted a coded signal. Moments later, he received a response. "Artoo is on board! Chewbacca and Q-7N are fine! And they've captured two Imperial officers! Chewbacca wants to know how we should proceed."

"Use a tractor beam to dock with the *Falcon*," Leia stated. "I want to have a talk with those officers."

Luke Skywalker operated the Marauder's tractor beam to draw the *Millennium Falcon* within docking range. Clanking together, the *Falcon*'s starboard upper hatch linked with the Marauder's aft hatch. While Kar Lamoran remained on the Marauder, Luke, Leia, Solo, and Threepio

passed through the hatchways and entered the *Falcon's* starboard cargo hold.

"Chewie!" Solo shouted as the Wookiee embraced his Corellian friend with a shaggy hug. "Good to see you, pal! I knew I could count on you to get the *Falcon* back."

Artoo rolled forward across the metal-plated floor, beeping excitedly at Threepio. "What do *you* care whether I was worried about *you*?" asked the apparently baffled golden droid. "Really, Artoo! *I* was the one left stranded on Bonadan and forced to help steal a starship!"

"Where's Q-7N?" Luke asked.

"In here, Master Luke," Q-7N answered from behind a closed door in the corner of the cargo hold. "I'm guarding the two Imperial prisoners in this storage room!"

Chewbacca readied his bowcaster as Han Solo opened the storage room door. Weaving through the air, Q-7N entered the cargo hold, followed by the nervous Imperial officers.

"Keep your hands up," Leia ordered the two men. "Identify yourselves and tell us what the Empire is doing in the Unknown Regions."

"I'm General Mordak," said the lean officer. "This is Communications Officer Tix. The Empire is building a weapon on the planet below. Before they locked us away, we helped the Wookiee and your droids to escape from the planet in this vessel. We want to join the Rebellion!"

"Is that right, Chewie?" Solo asked. Chewbacca nodded. Fixing his gaze on Mordak, Solo scowled. "Maybe you're just trying to trick us. How do we know you're not preparing to attack my ship?"

Mordak thought for a moment before answering. "I believe Emperor Palpatine is insane. Tix and I don't just want out of the Empire, we want to end it! We can give you useful information. You can keep us under guard. Whatever it takes to convince you, we're willing to go along!"

"You agree with all that, Officer Tix?" Leia asked.

"Yes, I agree," Tix answered. "I only regret I didn't try getting out of the Empire sooner!"

"Tell us about the weapon that's under construction," Luke insisted.

Mordak and Tix told the Rebels about the death of Admiral Termo, followed by an account of Darth Vader's decision to use the planet as a new test site for a secret weapon. They recounted how they had met Frap Radicon on Bonadan and learned about the gravity well projector. As best as they could recall, they described the location of the test site, the Incom Y-4 transport, and the *Stellar Manx*. "We'll have to act fast," Mordak urged. "While we've been talking, Radicon has come even closer to completing the assembly of the weapon!"

Solo turned to Luke, Leia, and Chewbacca. "We don't want to risk all our ships at once," Solo stated. "Besides the *Falcon*, there are also twelve Authority IRD-A fighters on the Marauder, not to mention the Marauder itself. We have enough firepower to blow up the Imperial test site."

"That's too dangerous!" Leia protested. "For all we know, blowing up a gravity well projector might cause a chain reaction that could kill us all!"

"Perhaps we can disable the gravity well projector, *then* destroy it!" Luke suggested. "And if we can do that without

damaging the *Stellar Manx*, I'm sure Kar Lamoran will be happy to have her ship back."

"I can pilot an IRD-A fighter," Mordak proclaimed. "Allow me to scout the test site. As an Imperial officer, they'll probably allow me to get in close."

"How can we trust you won't warn the Imperials?" Luke asked.

"Simple," Mordak answered. "Place a remote-activated proton grenade in my IRD-A. If I stray, you can blow my ship out of the sky. I assure you, I *won't* stray!"

"There should be a backup," Luke added. "A second pilot should take a second ship to the planet's surface."

"Sounds fair to me," Solo admitted. "Consider yourselves honorary members of the Rebel Alliance, Mordak and Tix. Help us destroy the gravity well projector and you two might even get spiffy welcoming gifts and membership cards."

"Enough chatter," Leia snapped, glaring at Solo. "We have to stop the Imperials from building their weapon. Let's move!"

**MISSION
BRIEFING**

Before you proceed, you must consult the Mission Guide for the rules of the STAR WARS MISSIONS. You must follow these rules at all times.

This is a Rebel Mission.

You are a soldier with the Rebel Alliance. In your battle against the evil Empire, you have uncovered an Imperial plan to build a new secret weapon. The weapon is called a gravity well projector. If the gravity well projector becomes operational, the Empire will have the power to stop Rebel ships from traveling in hyperspace.

The Imperial engineer Frap Radicon is overseeing construction of the weapon. Following Grand Moff Tarkin's original plans, Radicon believes the gravity well projector will help the Empire defeat the Rebel Alliance. To maintain secrecy and have a safe place to test the device, Darth Vader has selected an uncharted planet in the Unknown Regions for Radicon's experiment.

The *Millennium Falcon* and a *Marauder*-class Corvette are in orbit around the uncharted planet. Both ships carry firepower, and the *Marauder* contains twelve IRD-A starfighters. You will pilot a vehicle to the planet's surface and locate the weapon test site.

Your goal is to disable and destroy the gravity well projector. If possible, rescue Kar Lamoran's freighter, the *Stellar Manx*, from the Imperials.

* * *

It is possible your character will be seriously injured and not survive this Mission. You may use Life Points to extend your life in the game. You will begin the Mission with 3 Life Points. You will have the chance to add more Life Points as you find them in the Mission. If you run out of Life Points, you will have to subtract 200 MP from your MP total and begin the Mission over again as a different Rebel.

You start this Mission with your MP total from your previous Mission and 3 Life Points. (Or 1000 MP and 3 Life Points if this is your first Mission.)

Choose your character. You can take no more than four weapons and three vehicles (one must be for space travel and another for land). You can use Power three times on this Mission.

May the Force be with you. Always.

**YOUR MISSION:
TOTAL
DESTRUCTION**

A bright yellow circular sticker is partially visible on the right edge of the page, overlapping the text area.

Battle stations are determined and the other Rebels race to their positions. Along with another Rebel, you have volunteered to descend to the uncharted planet and scout the Imperial test site. You have been designated as Scout One. The other pilot is Scout Two.

You scramble into your vehicle's cockpit while the other Rebel pilot heads for an IRD-A starfighter. Activating your engines, you prepare to break away from the small Rebel fleet.

You must be careful not to damage the other ships as you leave the fleet. Blasting away from the ships is the fastest way to go. Allowing your friends to release your ship into space with a tractor beam would be a safer (but slower) departure.

Choose to blast away or enter the tractor beam.

To blast away: Choose your vehicle (it must be capable of space travel). Add your skill# to your vehicle's speed# +1 for your confront#. Roll the 6-dice to pilot your vehicle away from the other ships.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Zooming into space, you are followed by Scout Two's IRD-A fighter. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You accidentally throw your ship into reverse, and bump into Scout Two's ship. Subtract 1 from your confront# for your new confront#. Roll the 6-dice to propel your ship forward.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. You have safely navigated away from the other ships and may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Instead of risking another collision, proceed to enter the tractor beam (below).

To enter the tractor beam: Choose your vehicle (it must be capable of space travel). Your skill# + your vehicle's distance# is your confront#. Roll the 6-dice to let the tractor beam move your vehicle away from the other ships.

If your confront# is equal to or more than your roll#, add the difference +2 to your MP total. The tractor beam locks onto your vehicle and pushes you beyond the range of the other ships. Activating your engines, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your ship was not properly aligned for the tractor beam. Repeat the confront until the tractor beam locks onto your vehicle. After the tractor beam positions you at a safe distance from the other ships, you may proceed.

Keeping a careful distance, Scout Two's IRD-A fighter flies behind your vehicle. Entering the orbit of the red planet, your keen eyes detect a string of four metallic glints from the darkness of space. "Look out, Scout Two!" you

shout into your comm unit as you pull back on your controls. "I think I see space mines floating up ahead!"

"Space mines?" Scout Two answers in disbelief. "I don't see anything on my sensors!"

"Use your *eyes*!" you urge. "Space mines feature cloaking revvers that render them invisible to sensors! They're orbiting in a rectangular formation. The Incom Y-4 transport must have deployed the mines before it landed on the planet. I'm afraid we may have already entered their targeting range."

Before Scout Two can respond, one of the distant points of light brightens. The mine has fired a powerful blue ion blast straight at your vehicle.

Choose to reconfigure your deflector shields or evade the blast. If you choose evasion, choose to evade with or without Power.

To reconfigure your deflector shields: Your skill# +1 is your confront#. Roll the 6-dice to throw energy to your deflector shields.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. The reconfigured shields absorb the blast's energy and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Unable to reconfigure your shields, you must proceed to evade the blast with or without Power (below).

To evade the blast (using Power)*: Choose your Vehicle Evasion Power or Pilot Power. Your Jedi# + your stealth# + your Power's low-resist# is your confront#. Roll the 6-dice to avoid being hit by the space mine's blast.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Your vehicle neatly dodges the blast of energy and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You must evade the blast without Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To evade the blast (without Power): Your vehicle's stealth# + your stealth# is your confront#. Roll the 6-dice to veer away from the oncoming ion blast.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. Narrowly missing your vehicle, the ion blast shoots past your viewport and collides with a distant meteor. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The ion blast hits your ship head on, sending an electric jolt through your vehicle's circuits. Your ship is disabled and you receive a massive shock. Subtract 1 Life Point from your Life Point total for your new Life Point total. Now add your skill# +2 to your confront# for your new confront#. Roll the

12-dice to activate your vehicle's emergency power system.

If your new confront# is equal to or more than your roll#, your vehicle is powered up and you may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until your vehicle's emergency power system is activated. Once the power kicks on, you may proceed.

The long, barrel-shaped space mines hang in space as if they are waiting for your next move. Maneuvering your vehicle away from the space mines, you sight Scout Two's IRD-A flying beyond the mines' blast range.

"Good flying, Scout One!" Scout Two's voice crackles over the comm unit. "And thanks for the warning!"

"If we're going to reach the planet's surface, we'll have to destroy those mines," you realize. "I can target the upper two and you can take the lower!"

"There's another option," Scout Two suggests. "We could try evading the mines. It's your decision, Scout One!"

Choose to evade the space mines, destroy both upper space mines at once, or destroy one space mine at a time. If you choose to destroy two space mines, Scout Two can handle the other two.

To evade the space mines: Add your vehicle's stealth# to your skill# +4 for your confront#. Roll the 12-dice to fly around the space mines, keeping out of their sensor range.

If your *confront#* is equal to or more than your *roll#*, add the difference +15 to your MP total. Scout Two follows your lead as you zoom around the orbiting space mines. You may now proceed.

If your *confront#* is less than your *roll#*, subtract the difference from your MP total. The mines have an expanded sensor range and they adjust their sights on your vehicle. While Scout Two targets the lower two space mines, proceed to destroy both upper space mines at once (below).

To destroy both upper space mines at once: Your vehicle's *weaponry#* + your *weaponry#* is your *confront#*. Roll the 6-dice to shoot one space mine, causing it to fire upon its neighboring mine.

If your *confront#* is equal to or more than your *roll#*, add the difference +7 to your MP total. Your blast scores a direct hit on the first mine, slamming its ion cannon hard to the side. The damaged mine misfires, shooting the second mine. Both upper space mines are destroyed and you may now proceed.

If your *confront#* is less than your *roll#*, subtract the difference from your MP total. You missed the shot and have flown too close to the first mine, damaging one of your wings. Proceed to destroy one space mine at a time (below), subtracting 1 from your vehicle's *stealth#*.

To destroy one space mine at a time: Your vehicle's *stealth#* + your vehicle's *weaponry#* + your *weaponry#* + 1 is

your confront#. Roll the 12-dice to fire upon the first space mine.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The first space mine explodes in a shower of sparks. Repeat this confront to target the second space mine. After both mines are blown to smithereens, you may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Flying too fast, you must decelerate to compensate for your targeting computer. Subtract 1 from your confront# for your new confront#. Roll the 12-dice to shoot the space mine.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. If necessary, repeat this confront to fire upon the second space mine. When both upper mines are destroyed, you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Your wing hits one of the mines and is damaged. Repeat this confront with your new confront# until you have destroyed both space mines. After both mines are destroyed, you may proceed.

You have penetrated the Empire's orbital defense of the mysterious planet. Add 25MP to your MP total (50 MP for Advanced Level players).

Outside your viewport, Scout Two's IRD-A starfighter rolls in front of you. "Scout One to Scout Two," you address over the comm unit. "We'll fly in low over the planet. Keep out of Imperial sensor range and land two kilometers south of the test site. After we land, we'll travel to the test site on foot. The Imperials may be monitoring the airwaves. To avoid detection, switch off your comm unit transceiver in three seconds. End transmission."

Switching off your comm unit, you follow Scout Two's vehicle in a dangerous plunge through the red planet's stratosphere. Your ship shudders as it compensates for the planet's gravitational pull.

As your vehicle plummets toward the planet, a small metal object shakes free from behind your seat and strikes the command console. The object is the droid Q-7N. "Oops!" he exclaims.

"What are you doing on board?!" you shout over the roaring engines.

"I thought you might need my help!" the droid professes, darting away from the console and back behind your seat.

Before you can further question Q-7N, a bright flash of light illuminates the cockpit. Your vehicle has entered a heat lightning storm. Glancing outside the viewport, you try locating Scout Two's IRD-A.

Unable to sight your ally's ship in the storm, you are suddenly distracted by a small explosion at the rear of your ship. A lightning bolt has struck your vehicle and damaged your deflector shield generator.

Swooping down toward the planet's rocky terrain, you look for a safe place to land. In the distance, you see a long,

smooth plateau. If you risk flying through the storm, you might be able to land safely on the plateau.

Remembering the stowaway droid, you call out, "Stick close, Q-7N! This ride might be rough." Flying up from behind your chair, Q-7N extracts a small maintenance appendage and secures himself to your flightsuit's shoulder strap.

Choose to fly through the lightning storm, make an emergency landing, or eject from your vehicle.

To fly through the lightning storm: Add your vehicle's speed# to your vehicle's distance# for your confront#. If your wing was not hit by a mine, roll the 6-dice to race through the raging electrical storm. If your wing was damaged by a mine, roll the 12-dice.

If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. Lightning crackles past your vehicle as you soar below the storm. Cruising over the planet's rocky surface, you find a safe place to land. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. A stray lightning bolt strikes your port engine, causing your ship to fly out of control. Your engine is now damaged. Add your skill# to your confront# for your new confront#. Roll the 12-dice to regain control of your vehicle.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. You regain control of your vehicle and descend below

the storm toward the planet's surface. Landing your ship, you may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Unable to control your thrusters, you must proceed to make an emergency landing (below).

To make an emergency landing: Your skill# + your vehicle's stealth# +1 is your confront#. If your wing and/or engine have not been damaged, roll the 6-dice to activate your vehicle's autopilot program. If your wing hit a mine and/or your engine was hit by lightning, roll the 12-dice.

If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. Operating on autopilot, your vehicle executes a dangerous but successful landing on the planet's surface. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. A hazard light starts flashing on your command console. Unsure that your autopilot can maintain control, proceed to eject from your vehicle (below).

To eject from your vehicle: Your skill# +2 is your confront#. Roll the 6-dice to hit the ejector button.

If your confront# is equal to or more than your roll#, add the difference +4 to your MP total. You rocket out of your cockpit, and a chute is deployed. As you paraglide to the planet's surface, your autopiloted vehicle plows

into the ground at high speed until it slides to a stop. Landing near your vehicle, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your parachute has caught on your wing. Your strength# + your skill# is your new confront#. Roll the 6-dice to pull yourself free.

If your new confront# is equal to or more than your roll#, you have freed yourself, and you paraglide safely to the surface of the planet, with your auto-piloted vehicle landing beside you. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total and repeat this confront with your new confront# until you have freed yourself and made a safe landing.

Checking your vehicle, you are glad to note it is in good shape. Except for your deflector shield generator, nothing else appears to be seriously damaged. Overhead, the storm changes course, shifting the flow of lightning to the west.

"That was quite a landing!" comments Q-7N, still secured to your flightsuit's shoulder strap.

Removing the ball-shaped droid from your shoulder, you hold him out at arm's length. "What's the big idea, Q-7N?" you demand. "Why didn't you wait with the others back in space?"

"I already told you!" Q-7N answers. "I can help you down here. This is my homeworld, remember?"

"Sure, I remember," you reply. "I remember you have a faulty memory!"

"My memory is fine!" Q-7N protests. "After we first came to this planet, I recalled everything about my past. I... I just didn't know how to tell you. I was afraid you would be angry if you knew the whole truth. This planet has many hidden dangers."

"We'll have to talk about it later, Q-7N," you mutter as you release your grip on the droid. "I lost sight of Scout Two's IRD-A fighter while traveling through the storm. We have to locate Scout Two, then investigate the Imperial test site."

Removing your portable scanner from your backpack, you extend the twin antennae from the sensor unit. Consulting the scanner for a location readout, you are distressed to see garbled coordinates. "It looks like my scanner was damaged by the electrical storm. Unless I can repair it, we'll have to find Scout Two some other way."

"If I fly high enough, I might be able to spot Scout Two's vehicle," Q-7N suggests. The droid begins to rise in the air, then falters mid-flight, weaving without gaining altitude. Dropping down to hover in front of your face, Q-7N admits, "My repulsor must have been damaged when we landed! I can't seem to fly higher than six meters."

To locate Scout Two, choose to repair your portable scanner or help Q-7N gain altitude.

To repair your portable scanner: Your skill# +2 is your confront#. Roll the 6-dice to pop an access panel and fix the unit.

If your confront# is equal to or more than your roll#, add the difference to your MP total. After making a few minor adjustments, the unit is repaired. Scanning the area, you locate Scout Two's IRD-A fighter. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Proceed to help Q-7N gain altitude.

To help Q-7N gain altitude: Your strength# +1 is your confront#. Roll the 6-dice to toss Q-7N high into the air.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Q-7N arcs high in the sky, then hovers back toward you. While airborne, the small droid was able to locate Scout Two's position. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Repeat the confront until you have tossed Q-7N high enough for him to scan the area. After he locates Scout Two's vehicle, you may proceed.

According to the scan, Scout Two's IRD-A fighter appears to have crashed. After quickly gathering some emergency medical supplies and a jet pack from your vehicle, you run toward the crash site.

"I hope we're not too late!" Q-7N declares as he bobs through the air alongside your head.

"Tell me something, Q-7N," you coax. "Does this mysterious planet of yours have a name?"

"It was called Malagarr," the droid answers. "Believe it or not, it was once a very beautiful world."

Before you can ask any more questions, you reach the edge of a cliff. Gazing down, you spot Scout Two's IRD-A crashed in an ancient lava bed. Except for a trail of dark smoke slowly rising from the ship's crumpled fuselage, there isn't any movement.

Looking to your lower left, you find a series of boulders clinging to the side of the cliff. To your right, a cliffside appears to be relatively smooth, sloping down toward the hardened lava flows.

"Stay close to my side, Q-7N," you command. Following your order, the droid fastens himself to your weapons belt.

To reach Scout Two's crashed IRD-A fighter, choose to use the boulders as a stairway, slide down the sloping cliffside, or fly down using the jet pack.

To use the boulders as a stairway: Your stealth# +7 is your confront#. Roll the 12-dice to leap from one boulder to the next until you reach the ground below.

If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. Jumping boldly from boulder to boulder, you land near Scout Two's vehicle. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Roll the 6-dice.

If you roll 1 or 4: You realize the boulders are too far apart for you to jump. You must proceed to

slide down the sloping cliffside or fly down using the jet pack (below).

If you roll 2 or 3: You stumble as you land on the second boulder, and injure your leg. Subtract 1 from your strength# for the next three confronts. Then proceed to slide down the sloping cliffside or fly down using the jet pack (below).

If you roll 5 or 6: The boulders are too far apart for you to jump. Unfortunately, you find this out too late, and crash down into the rocks. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you survive your fall, and may proceed.

To slide down the sloping cliffside: Add your strength# to your stealth# +4 for your confront#. Roll the 12-dice to slide down the cliff.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Trailing dust all the way down the cliff, you skid down to the lower ground. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Roll the 6-dice.

If you roll 1 or 2: The cliffside is too rough to slide upon. You must use your jet pack (below).

If you roll 3 or 5: You slide against a sharp rock, which cuts your trigger arm. Subtract 1 from your weaponry# for the next three confronts.

If you roll 4 or 6: You start to slide down the cliffside — and are suddenly out of control! You crash in a heap at the bottom of the incline. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you survive your fall, and may proceed.

To fly down using the jet pack: Your skill# + 1 is your confront#. Roll the 6-dice to soar to the bottom of the cliff.

If your confront# is equal to or more than your roll#, add the difference to your MP total. Rising away from the cliff, you adjust the thrusters and descend to the hardened lava flows. Landing near the crashed IRD-A fighter, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Roll the 6-dice.

If you roll 1, 2, or 3: Your jet pack stalls momentarily. Repeat this confront until you have flown down the cliffside and landed near the IRD-A.

If you roll 4, 5, or 6: A strong wind comes along and you lose control of the jet pack. You crash against the face of the cliff. Subtract 1 Life Point from your

Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you survive the crash, and may proceed.

You race to the crashed IRD-A fighter and step up to the shattered bubble canopy. The canopy is fused shut, apparently damaged during the electrical storm. Gazing through the scorched transparisteel window, you see Scout Two lying motionless within the cockpit.

"Oh, no! There's a fire!" Q-7N exclaims. Following the droid's gaze, you see flames licking out from the IRD-A's molded fuselage.

You must get Scout Two out of the damaged IRD-A before it explodes. The IRD-A has an emergency escape hatch under the cockpit. Unless you can access the hatch, you'll have to try opening the bubble canopy.

Choose to access the emergency escape hatch, pry the canopy open, or blast the canopy open. You may pry the canopy open with or without Power.

To access the emergency escape hatch: Your skill# + 1 is your confront#. Roll the 6-dice to slide the hatch open and free Scout Two.

If your confront# is equal to or more than your roll#, add the difference +15 to your MP total. The hatch opens and you are able to pull Scout Two out of the ship. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The hatch is also fused shut and cannot be opened. Proceed to pry or blast the canopy open (below).

To pry the canopy open (using Power)*: Choose your Extra Strength Power or your Object Movement Power. Your Jedi# + your Power's low-resist# + your strength# is your confront#. Roll the 6-dice to break open the hatch.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. You snap the scorched canopy off its hydraulic hinges. You yank Scout Two out of the vehicle, and may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You are unable to pry open the cockpit. Proceed to blast it (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To pry the canopy open (without Power): Your strength# +2 is your confront#. Roll the 6-dice to grip the edge of the canopy and pull hard.

If your confront# is equal to or more than your roll#, add the difference +12 to your MP total. Using all your strength, you snap the scorched canopy off its hydraulic hinges. Pulling Scout Two free from the vehicle, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Gasping for breath, you are unable to pry open the cockpit. You must proceed to blast the canopy open (below).

To blast the canopy open: Choose your weapon. Your weapon's close-range# + your weaponry# is your confront#. Roll the 6-dice to shoot the canopy's hydraulic hinges.

If your confront# is equal to or more than your roll#, add the difference +12 to your MP total. The blast shears the hinges off the vehicle. Throwing the loose canopy to the side, you haul Scout Two out of the cockpit. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Missing the hinges, your blast strikes the transparisteel canopy and ricochets back at you. The force of the blast catches you in the chest. Subtract 1 Life Point from your Life Point total for your new Life Point total. Now add +4 to your confront# for your new confront#. Roll the 12-dice to fire another blast at the canopy's hinges.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The hinges are destroyed and you are able to lift the transparisteel canopy. Pulling the unconscious Scout Two from the wreckage, you may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this

confront with your new confront# until you have blown off the canopy hinges and rescued Scout Two from the vehicle. After Scout Two is removed from the IRD-A, you may proceed.

Hauling Scout Two from the damaged vehicle, you drag the injured pilot to the protective cover of some nearby rocks. Seconds after placing Scout Two on the ground, you wince as the IRD-A fighter explodes.

You have rescued Scout Two from a fiery death. Add 50 MP or 1 Life Point to your MP total (75 MP or 1 Life Point for Advanced Level players).

"That was close!" Q-7N remarks over the sound of roaring flames. "Is Scout Two going to be all right?"

"I think so," you reply. "Scout Two, can you hear me?"

Scout Two's eyes open slowly. "Thank goodness you found me!" the pilot gasps, then notices the floating droid. "How did Q-7N get down here?"

"He stowed away aboard my vehicle," you report. "What happened to you?"

"The lightning storm damaged my vehicle's controls and I crashed!" the prone pilot replies. "I must have blacked out. I think my leg is broken!"

Turning to the Q-7N, you ask him to examine Scout Two's leg.

"According to my sensors, your knee appears to be badly sprained," the small droid reports. "Should I send a distress signal to our friends?"

"We can't risk sending a signal," you counter. "The Imperials might intercept it."

"Then you'll have to go on without me," Scout Two declares. "Leave me here. I'll be okay."

"I have a better idea," you say. Unpacking the emergency supplies from your vehicle, you fit a replar splint over Scout Two's leg. "Your leg is stabilized. You should be able to use my jet pack to make it back to my vehicle. Once you're on board, stay alert and wait for my signal."

Scout Two takes your jet pack and blasts away, rising up over the cliff wall. Checking your gear and Q-7N, you head for the Imperial test site.

Trodding across the rocky ground, you mutter, "I feel lousy about leaving Scout Two behind, Q-7N. But we have to investigate the Imperials' progress on their weapon."

Your thoughts are interrupted by a distant rumbling sound. Suddenly, the ground trembles beneath your feet.

"What's that noise?" you ask Q-7N.

"I don't know!" the droid answers. "Perhaps it's an earthquake?!"

Before Q-7N can offer any other ideas, the ground erupts and an immense wormlike beast emerges from the rubble. The creature's dusty gray skin is encrusted with rocklike particles. Still half-buried within the ground, the giant worm turns its blind head toward you and Q-7N. The creature opens its gaping maw, revealing a mouth lined with sharp quartz teeth.

Despite the creature's menacing appearance, it's possible that it is peaceful. If you can communicate with the beast, it might allow you to ride it to the Imperial camp.

Choose to communicate with the creature, evade the creature, or combat the creature. You can do any of these with or without Power.

To communicate with the creature (using Power)*:
Choose your Language Power. Your Jedi# + your Power's low-resist# + your charm# is your confront#. Roll the 6-dice to talk to the giant beast in a language it might understand.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. The beast is harmless, and allows you to climb onto its sandy back. You get a free ride to the encampment, and may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The thick-skinned beast won't listen to you, and is not at all peaceful. It opens its jaws even wider, preparing to swallow you whole. Proceed to evade or combat the creature (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To communicate with the creature (without Power):
Your charm# +3 is your confront#. Roll the 12-dice to talk to the giant beast.

If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. Just as you suspected, the giant creature is harmless. Rolling over on its side, the beast allows you to climb onto its sandy

back. Squirming over the barren ground, it carries you the distance to the Imperial test site. It drops you off near the encampment and wags its immense tail as it snakes its way home. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Unable to communicate with the thick-skinned beast, you watch as it opens its jaws even wider, preparing to swallow you whole. Proceed to evade or combat the creature (below).

To evade the creature (using Power)*: Choose your Confusion Power or Evasion Power. Your Jedi# + your Power's low-resist# + your stealth# is your confront#. Roll the 6-dice to leap away from the giant beast before it can realize you're gone.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. The beast leaps to the spot where you were just standing, and rams its head into the ground. You may now safely proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The thick-skinned beast won't let you go so easily. Proceed to combat the creature (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To evade the creature (without Power): Your stealth# + 1 is your confront#. Roll the 6-dice to grab Q-7N and leap away from the menacing creature.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. Diving away from the giant beast, you roll to the ground. Then you see the creature has rammed its head into the ground where you had been standing. The creature is in a daze and you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Before you can leap out of range, the giant worm lunges for you. You must now proceed to combat the creature (below).

To combat the creature (using Power)*: Choose your weapon and your Aim Power. Your Jedi# + your Power's mid-resist# + your weaponry# + your weapon's close-range# +2 is your confront#. Roll the 12-dice to fire a blast down the creature's throat.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. The beast leaps back and slithers away. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The creature throws its head back, causing you to fire wildly into the air. Collapsing its jaws, the beast swallows, consuming you and Q-7N in scaly darkness. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, add +1 to your confront# for your

new confront#. Roll the 12-dice to shoot the creature from the inside.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Writhing in pain, the creature coughs you and Q-7N onto the ground. Then it squirms away, and you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. You are still stuck inside the beast . . . and it's about to digest you! Repeat this confront with your new confront# until you are out of the beast.

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To combat the creature (without Power): Choose your weapon. Add your weaponry# to your weapon's close-range# +4 for your confront#. Roll the 12-dice to fire a blast down the creature's throat.

If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. The giant beast yelps in pain and jumps back. As the creature slithers quickly away, you may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The creature throws its head back, causing you to fire wildly into the air. Collapsing its jaws, the beast swallows, consuming you and

Q-7N in scaly darkness. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point Total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, add +1 to your confront# for your new confront#. Roll the 12-dice to shoot the creature from the inside.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Writhing in pain, the wormlike beast coughs you and Q-7N onto the ground. The creature squirms away and you may proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. You are still stuck inside the beast. Repeat this confront with your new confront# until you have fired a blast and provoked the beast to release you and Q-7N. After you are free, you may proceed.

The beast slithers back into the ground. You run away. Minutes later, you reach a sand-covered hill. According to your scan, the Imperial camp should be on the other side of the rise.

Q-7N follows you up the sandy slope. Reaching the crest, you find a low outcropping of rocks. Crouching behind the dusty stones, you risk a quick glance down the outlying area.

In the distance, you see dozens of Imperial soldiers busily setting up an encampment beside their landed Incom Y-4. Patrolling the camp perimeter, a single All Terrain

Scout Transport searches the area for any signs of enemy life-forms. The *Stellar Manx* is parked beside the ruins of an old transmission tower, beyond the Incom Y-4.

"What can you tell me about those ruins?" you ask Q-7N.

"The transmission tower was built by droids many centuries ago," Q-7N answers. "The tower's purpose was to transmit a distress signal in the event of an invasion. I received the signal on Yavin Four, but by the time we could investigate, the tower and an underground sector had been destroyed by the Imperials."

"The Empire needed a secret place to test their new weapon," you recall. "After Darth Vader found Admiral Termo on this world, the Emperor decided to shift the Delrakkin experiment here!" Reaching for your macrobinoculars, you scan the soldiers below. "I've spotted the engineer Frap Radicon! It looks like he's giving orders to some stormtroopers."

Q-7N adjusts his own telescopic photoreceptor. "Do you see any sign of the gravity well projector?" the droid asks.

"I don't even know what a gravity well projector looks like," you admit warily. "From this angle, I can't see the space between the *Stellar Manx* and the Y-4 transport. We have to get a closer view. . . ."

Without any warning, a voice calls out, "You there!" Dropping your macrobinoculars, you turn to find an Imperial scout trooper aiming a blaster rifle at you. The white-armored trooper successfully snuck up on you, proving the Imperials are not so careless after all. "Surrender immediately!" the trooper orders.

"I can shoot him with my laser tool!" Q-7N whispers.

"Don't try it, Q-7N," you caution. "Blaster fire will only attract more troopers. Let me handle this guy."

Choose to persuade the trooper, knock the trooper out, or use a weapon against the trooper. You may choose any of these options with or without Power. If you choose to use a weapon, you must use a weapon that makes very little noise (Togorian Scimitar, Laser Scalpel, Stun Baton, Cryogen Whip).

To persuade the trooper (using Power)*: Choose your Hypnotism Power, Persuasion Power, or Deception Power. Your Jedi# + your Power's mid-resist# + your charm# + 1 is your confront#. Roll the 6-dice to persuade the trooper that you're Darth Vader's personal assistant, here to check on Frap Radicon's progress with the gravity well projector.

If your confront# is equal to or more than your roll#, add the difference + 9 to your MP total. The scout trooper backs away and lets you pass. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The trooper asks to see some identification. You must now proceed to knock the trooper out or use your weapon (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To persuade the trooper (without Power): Your charm# + 1 is your confront#. Roll the 6-dice to tell the trooper you're

Darth Vader's personal assistant, here to check on Frap Radicon's progress with the gravity well projector.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Believing you are Vader's assistant, the scout trooper backs away and leaves you alone. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Doubting your claim, the scout trooper asks to see your official credentials. You must now proceed to knock the trooper out, or use your weapon (below).

To knock the trooper out (using Power)*: Choose your Extra Strength Power or your Sleep Power. Your Jedi# + your Power's mid-resist# + your strength# + 1 is your confront#. Roll the 6-dice to fell the scout trooper.

If your confront# is equal to or more than your roll#, add the difference +9 to your MP total. The scout trooper falls to the ground. You may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You don't get the desired result — the trooper is still standing, and now he's drawn his blaster. Proceed to use your weapon (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To knock the trooper out (without Power): Your strength# + 1 is your confront#. Roll the 6-dice to fell the scout trooper.

If your confront# is equal to or more than your roll#, add the difference + 10 to your MP total. Striking the scout trooper hard against his helmet, you send him crashing to the ground. Stepping over his unconscious form, you rub your bruised knuckles. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Your punch glances off the scout trooper's helmet and the Imperial reaches for his blaster. Proceed to use a weapon against the trooper (below).

To use a weapon against the trooper (using Power)*: Choose your weapon and your Aim Power. Your Jedi# + your Power's mid-resist# + your weaponry# + your weapon's mid-range# is your confront#. Roll the 6-dice to target the trooper.

If your confront# is equal to or more than your roll#, add the difference + 8 to your MP total. The trooper is no longer a problem. You may proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The trooper fires at you. Roll the 6-dice.

If you roll 1 or 4: The trooper's shot misses. Repeat this confront to fire back.

If you roll 2 or 3: The trooper's shot hits your leg. Subtract 1 from your strength# for the next three confronts. Then repeat this confront to fire back.

If you roll 5 or 6: Unfortunately for you, the trooper's shot hits its target. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you survive the blast and fire back at the trooper, defeating him. You may now proceed.

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To use a weapon against the trooper (without Power): Choose your weapon (it must make very little noise). Add your weaponry# to your weapon's mid-range# for your confront#. Roll the 6-dice to target the scout trooper.

If your confront# is equal to or more than your roll#, add the difference +9 to your MP total. Before he can squeeze off a single shot from his blaster, the scout trooper is felled by your deft use of weaponry. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront until you have defeated the scout trooper. Once he has been subdued, you may proceed.

"What do we do now?" Q-7N asks.

"We have to find out whether the Imperials have completed building the gravity well projector," you answer. "We'll try to disable the weapon, then get away in the *Stellar Manx*! First, we'll need to get inside the camp."

Choose to enter the Imperial camp by using Power, disguising yourself as a scout trooper, or using extreme stealth. You can only disguise yourself as a scout trooper if you defeated the scout trooper in the previous confront. If you told the scout trooper that you are Darth Vader's assistant and he believed your claim, he released you and you do not have access to his armor.

To enter the camp (using Power)*: Choose your Camouflage Power. Your Jedi# + your stealth# + your Power's mid-resist# is your confront#. Roll the 6-dice to slip into the camp unnoticed.

If your confront# is equal to or more than your roll#, add the difference +5 to your MP total. The Imperial stormtroopers go about their business without noticing your presence. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Unnerved by the sight of so many stormtroopers, you decide to risk a different approach. Proceed to use extreme stealth (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To disguise yourself as an Imperial scout trooper: (You must have defeated the scout trooper in the earlier confront.)

Your stealth# +2 is your confront#. Roll the 6-dice to put on the defeated scout trooper's armor and sneak into the camp.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. Donning the uniform of the vanquished scout trooper, you make it into the camp without any question. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The Imperial scout trooper's uniform is too small for you. You must proceed to use extreme stealth (below).

To use extreme stealth: Your stealth# +5 is your confront#. Roll the 12-dice to sneak into the Imperial encampment.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. Moving cautiously from one hiding place to the next, you enter the test site without drawing attention to yourself. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Peering around an Imperial storage container, you find yourself face-to-face with an Imperial stormtrooper squad leader. Recognizing you as an intruder, the squad leader reaches for his blaster. Add your strength# to your confront# for your new confront#. Roll the 12-dice to drop the squad leader with a single kick.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Your kick

knocks the squad leader out cold. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. The squad leader kicks back. Roll the 6-dice.

If you roll 1 or 6: You grab the squad leader's leg before he can hit you, and yank him to the floor. You may now proceed.

If you roll 2 or 5: The squad leader kicks you in the leg. You're going to be seriously bruised tomorrow morning. Subtract 1 from your strength# for the next three confronts. Repeat this confront until the squad leader is defeated.

If you roll 3 or 4: The squad leader's kick lands right where it counts. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you manage to pull your weapon and neutralize the squad leader. You may now proceed.

Q-7N clings to your weapons belt as you move deeper into the Imperial camp. The white-armored stormtroopers seem to have relaxed their guard, confident they have noth-

ing to fear from this deserted planet in the Unknown Regions. Moving quietly, you make your way to Kar Lamoran's freighter, the *Stellar Manx*.

Moving quietly, you make your way underneath the belly of the *Manx*. Positioning yourself behind one of the freighter's extended landing skis, you scan the area between the *Manx* and the Incom Y-4 transport. Beyond a stack of discarded cargo containers, Frap Radicon is visible, standing before a large, inelegant apparatus.

The Imperial engineer appears to be examining the assembled machinery. You are certain this cumbersome device is the gravity well projector. Set within a triangular base, a power generator supports three large energy cylinders. Above the cylinders, a telescopic projector is secured by thick metal braces. A single U-shaped power coupling connects the generator to the projector.

"Load the weapon onto the Incom Y-4 transport," Radicon orders the stormtroopers. "After it's secured, we'll test the device in outer space."

Twelve stormtroopers take hold of the device's triangular base. Attacking so many stormtroopers is not an option, nor is destroying the device. One misfired shot might somehow detonate the weapon. You must disable the gravity well projector.

As the stormtroopers lift the device, your eyes lock on the U-shaped power coupling. Without the power coupling, the weapon will be useless.

To disable the gravity well projector, choose to steal the power coupling, break the power coupling, or shoot the power coupling.

To steal the power coupling: Your stealth# +7 is your confront#. Roll the 12-dice to yank the power coupling right off of the gravity well projector.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Because the stormtroopers are holding the weapon, they are unable to reach for their blasters as you leap forward and snatch the power coupling from the weapon. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The power coupling is tightly secured to the weapon. Proceed to break the power coupling (below).

To break the power coupling: Your strength# +1 is your confront#. Roll the 6-dice to smash the power coupling with your fist.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Before the stormtroopers can lower the gravity well projector and reach for their blasters, you bring your fist down hard, shattering the power coupling. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The power coupling is composed of reinforced alloys, impervious to your fist. You must now proceed to shoot the power coupling (below).

To shoot the power coupling: Choose your weapon. Add your weaponry# to your weapon's close-range# for your confront#. Roll the 6-dice to fire at the power coupling.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. Taking careful aim, you destroy the U-shaped power coupling. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Roll the 6-dice.

If you roll 1, 2, or 3: Your shot misses. Repeat this confront until you've hit your target.

If you roll 4, 5, or 6: Your shot ricochets off the power coupling and bounces into your face. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you manage to fire off another blast—which destroys the coupling. You may now proceed.

Seeing what you did with the power coupling, Frap Radicon's eyes go wide with anger. Addressing the stormtroopers, Radicon shouts, "Stop that spy immediately!"

You have disabled the gravity well projector. Add 30 MP to your MP total or 1 Life Point to your Life Point total (50 MP or 1 Life Point for Advanced Level players).

As the twelve stormtroopers lower the disabled weapon to the ground, you run through the Imperial encampment. Hearing the stormtroopers' racing footsteps from behind, you realize you must deal with the twelve stormtroopers or hide. You reach for a thermal detonator at your weapons belt, and consider your next move.

"Watch your step!" Q-7N warns. "My sensors detect a patch of quicksand up ahead!"

To escape the stormtroopers, choose to hide, toss a thermal detonator at the stormtroopers, or lead the stormtroopers into the quicksand.

To hide from the stormtroopers: Your stealth# +2 is your confront#. Roll the 6-dice to hide inside an empty cargo container.

If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. From inside the cargo container, you hear the stormtroopers tromp past your hiding place. You may now proceed.

If your confront# is less than your roll#, subtract 20 MP from your MP total. The Imperials use this cargo container to store radioactive waste. The lining of the container is contaminated with lethal levels of radiation. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point Total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 Life Point or more, you are strong enough to jump out of the container before

the radiation can harm you. You must proceed to toss a thermal detonator at the stormtroopers (below).

To toss a thermal detonator at the stormtroopers: Add your skill# to your strength# for your confront#. Roll the 6-dice to throw the explosive weapon at the Imperial soldiers.

If your confront# is equal to or more than your roll#, add the difference +7 to your MP total. The thermal detonator explodes, neutralizing the twelve stormtroopers. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Bouncing across the ground without effect, the thermal detonator proves to be a dud. Add +4 to your confront# for your new confront#. Roll the 12-dice to throw a fragmentation grenade at your pursuers.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. Unlike the thermal detonator, the fragmentation grenade is not a dud. The massive explosion throws the stormtroopers high into the air, neutralizing them before they hit the ground.

If your new confront# is less than your roll#, subtract the difference from your MP total. The fragmentation grenade is as useless as the thermal detonator. If you survive this Mission, you should have a serious chat your weapons supplier. Proceed to lead the stormtroopers into the quicksand (below).

To lead the stormtroopers into the quicksand: Your stealth# +7 is your confront#. Roll the 12-dice to run and leap over the quicksand.

If your confront# is equal to or more than your roll#, add the difference +8 to your MP total. After you land safely on the other side of the quicksand pit, the stormtroopers follow your path but tumble into the quicksand. Consumed by the sandtrap, the troopers are all neutralized. You may now proceed.

If your confront# is less than your roll#, subtract 10 MP from your MP total. The stormtroopers fall into the quicksand — and one of them grabs your leg and begins to drag you down! Your strength# + 2 is your new confront#. Roll the 6-dice to free yourself.

If your new confront# is equal to or more than your roll#, you have freed yourself. The stormtroopers sink without you beneath the surface of the quicksand. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. The stormtrooper pulls you under. Subtract 1 Life Point from your Life Point total for your new Life Point total. If your new Life Point total is 0 (zero), you must subtract 200 MP from your MP total and begin this Mission again as a different character. If your new Life Point total is 1 or more, you manage to pull yourself free. You may now proceed.

Glancing back toward the site of the disabled gravity well projector, you see Frap Radicon barking orders into a comm unit. Seconds later, you notice an All Terrain Scout Transport walker turning in your direction. Operated by an Imperial pilot and gunner, the two-legged AT-ST has a top speed of ninety kilometers per hour and enough firepower to bring down a fortress.

"Radicon must have signaled the AT-ST walker!" you realize. "Q-7N, how can we get away from the Imperials?"

"This way!" Q-7N says as he separates himself from your weapons belt. "There's a hatch under the sand that leads to a subterranean complex."

As the scout walker advances on your position, you follow Q-7N's flight path. The droid leads you to a sand-covered hatch embedded in the sand. Unfortunately, the hatch door is locked.

Choose to hotwire the lock, kick in the hatch, or blast the hatch open.

To hotwire the lock: Your skill# + 1 is your confront#. Roll the 6-dice to unlock the hatch.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The electronic lock slides to the side and you raise the hatch. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The lock is filled with grime. Proceed to kick in the hatch or blast it open (below).

To kick in the hatch: Your strength# +1 is your confront#. Roll the 6-dice to stomp down hard upon the hatch.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The brittle hatch cover smashes underneath your foot. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The hatch is heavily reinforced. Proceed to blast the hatch open (below).

To blast the hatch open: Choose your weapon. Add your weaponry# to your weapon's close-range# for your confront#. Roll the 6-dice to blow a large hole through the hatch.

If your confront# is equal to or more than your roll#, add the difference to your MP total. The hatch explodes inward, transforming the cover into a gaping hole. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Repeat the confront until you have blasted the hatch wide open. Then you may proceed.

Scrambling down the hatch, you descend a stone stairway. At the bottom, you find Q-7N floating in the air. "Follow me," Q-7N beckons.

Hovering through a doorway, the droid leads you to a chamber filled with ancient technology. You've never seen such an incredible display. "This is fantastic!" you marvel.

Facing Q-7N, you add, "But I thought you said the Imperials *destroyed* the underground sector."

"They only destroyed *one* sector," Q-7N notes. "There are hundreds of subterranean chambers under the surface of Malagarr. There's another chamber hidden beyond this wall." Q-7N moves forward through the air until he reaches an illuminated panel set into the wall. Transmitting an infrared signal, Q-7N enters a code at the panel, causing the wall to slide down into the floor.

In the next chamber, a large hologram of the planet Malagarr is suspended over a holoprojector. Q-7N drifts forward to examine the hologram. "The auto-destruct sequence has begun," the droid declares.

"Auto-destruct?" you question. "What are you talking about?"

Q-7N turns his photoreceptors at you. "Thousands of years ago, Malagarr was inhabited by a highly advanced civilization. Unfortunately, their arrogance was greater than their intelligence. They polluted this world and drained its natural resources. To harness more energy, they constructed droids to penetrate the planetary core."

"You mean they transformed the entire world into a gigantic reactor?" you gasp in amazement.

"They were fools," Q-7N comments. "Despite their technological capabilities, the Malagarrians could not control the radioactive energy from within the planet. In a matter of weeks, millions of Malagarrians died. The few survivors moved underground. In time, they died, too. Only the droids remained."

"You still haven't told me what you meant when you mentioned 'auto-destruct,'" you note.

"This world is far too dangerous for any organic creatures," the droid states. "I cannot allow any other civilizations to kill themselves on Malagarr. I contain the key for the initiation sequence to cause this planet to explode."

Your mind reels in disbelief. "But Q-7N, you *can't* just . . ."

"There's no point in discussing the matter any further," Q-7N interrupts. "Get the *Stellar Manx* and Scout Two off the planet." Hovering toward an undamaged computer console in the upper wall, he adds, "Signal me on your comm unit and I'll initiate the detonation sequence from here. You must leave immediately."

"I . . . I don't know what to say, Q-7N," you admit.

"Hurry!" the droid answers. "Go down the corridor on your left until you reach the end. A ladder will lead up another hatchway. You should emerge near the *Stellar Manx*."

Heading for the corridor, you turn and take one last look at Q-7N. Hovering in the dusty air of the cluttered chamber, the small droid is already entering instructions into a computer console. You look away, and run for the end of the corridor.

Quickly, you reach the ladder, scale up the rungs, and throw open the hatch cover. Emerging from the hatch, you find yourself within the Imperial encampment. Both the Incom Y-4 transport and the *Stellar Manx* remain grounded within the compound. At first, you are relieved not to see any stormtroopers. Then you notice the gravity well projector is missing.

Wondering whether Frap Radicon ordered another stormtrooper squad to carry the disabled weapon into the

Y-4 transport, you make your way to the *Stellar Manx*. Suddenly, the AT-ST walker lurches out from behind the *Manx*. Pivoting forward on its jointed legs, the AT-ST turns its twin blaster cannons at you and prepares to fire.

Choose to evade or combat the AT-ST walker.

To evade the AT-ST walker: Your stealth# +2 is your confront#. Roll the 6-dice to run under the AT-ST walker.

If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. Risking a glance behind you, you see the AT-ST moving away toward the Incom Y-4 transport. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. The AT-ST cabin rotates, training its blaster cannons at your retreating figure. You must now proceed to combat the AT-ST walker (below).

To combat the AT-ST walker: Choose your weapon. Your weapon's far-range# + your weapon# is your confront#. Roll the 6-dice to target the AT-ST's drive system.

*If your confront# is equal to or more than your roll#, add the difference +6 to your MP total. With deadly accuracy, you fire upon the vehicle's drive system. The AT-ST's cabin erupts in a fiery explosion. Running toward the *Stellar Manx*, you may proceed.*

If your confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront until

you have shot the AT-ST's drive system. After you have destroyed the Imperial vehicle, you may proceed.

The *Stellar Manx* is unguarded — you enter the freighter without any difficulty. Running up into the bridge, you quickly examine the vehicle controls. Punching the thrusters, you launch the massive freighter.

The *Stellar Manx* is barely off the ground when you feel it being locked in a powerful tractor beam. Checking the sensor screen, you see that the tractor beam is generating from the Incom Y-4 transport.

"We have you now, spy!" a sinister voice crackles over the comm unit. "Surrender immediately or die!" You recognize the voice as Frap Radicon's. Realizing the Imperials left the *Stellar Manx* unguarded as a trap, you are overcome by rage.

You must escape from the Imperial base if you are to alert Scout Two of Q-7N's plan. If you don't escape from the base, both you and Scout Two will perish in a massive planetary explosion.

Choose to evade the Imperial tractor beam with or without Power.

To evade the Imperial tractor beam (using Power)*:
Choose your Vehicle Evasion Power or Confusion Power. Your Jedi# + your Power's mid-resist# + your skill# is your confront#. Roll the 6-dice to break away from the tractor beam.

If your confront# is equal to or more than your roll#, add the difference +11 to your MP total. Confused by your evasion, the Incom Y-4 transport redirects its tractor

beam to the surface of Malagarr. The beam draws the transport into the planet. You watch the violent crash, and may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. Unable to concentrate your Power, you must evade the Imperial tractor beam without using Power (below).

***Note:** This counts as one of three Power uses you are allowed on this Mission.

To evade the Imperial tractor beam (without Power):
Your weaponry# +2 is your confront#. Roll the 6-dice to fire a torpedo directly at the tractor beam projector.

If your confront# is equal to or more than your roll#, add the difference +10 to your MP total. The torpedo hits the tractor beam projector, destroying the device and disabling the Incom Y-4 transport. You may now proceed.

If your confront# is less than your roll#, subtract the difference from your MP total. You missed the shot. Add +4 to your confront# for your new confront#. Roll the 12-dice to fire a second torpedo.

If your new confront# is equal to or more than your roll#, add the difference to your MP total. The Y-4 transport and its tractor beam are both disabled. You may now proceed.

If your new confront# is less than your roll#, subtract the difference from your MP total. Repeat this confront with your new confront# until you have shot the tractor beam projector. Once you have disabled the Y-4, you may proceed.

Blasting away from the Imperial compound, you pilot the *Stellar Manx* through the sky, flying toward the site of your own landed vehicle. "Scout One to Scout Two!" you shout into your comm. "Scout Two, are you ready to fly?"

"Scout Two here, Scout One," your ally responds. "I'm in your vehicle and ready to fly! Do you need assistance?"

"No!" you reply. "Just blast off immediately. The whole planet is going to blow up. Meet you back with the fleet!"

"I'm on my way!" Scout Two answers.

Racing up into the sky, you check your scanners. Scout Two swings into view and there's no sign of any Imperial pursuit.

You change the frequency on your comm unit and call out, "Scout One to Q-7N, do you read me? We're clear!"

Waiting for a response, you panic, wondering if the droid can receive your signal in his subterranean chamber. "I read you, Scout One," the droid's voice answers over the comm. "Good-bye. And may the Force be with you. Always."

Before you can answer, the first eruption rocks the planet Malagarr. Seconds later, as the *Stellar Manx* enters space, the entire planet explodes, sending shockwaves throughout the galaxy.

**THE
AFTER-
MISSION**

On the Imperial planet Coruscant, Darth Vader entered the Emperor's throne room. Bathed in darkness, the cloaked Emperor Palpatine looked up from his throne as Vader knelt before him.

"Did you sense the disturbance in the Force, my servant?" the Emperor asked.

"Yes, my Master," Darth Vader answered. "I believe it was related to our experiment in the Unknown Regions."

"*I know it was!*" the Emperor fumed. "We have lost the gravity well projector. I'm sure of it!"

"All is not lost, my Master," Vader assured. "We still have Grand Moff Tarkin's instructions to build the device. Perhaps we should carry out a new experiment?"

The Emperor shook his head. "Tarkin's plans have a nasty habit of backfiring on us. We tried to build the gravity well projector in haste. We must focus our efforts on building a new Death Star, more deadly than the first! With it, we will destroy the Rebellion once and for all!"

"Yes, Master," Vader intoned. "We *must* think of the future."

"We did it!" Luke Skywalker declared. "The gravity well projector was destroyed. Nothing could have survived that explosion!"

Artoo-Detoo emitted a series of concerned beeps.

"I'm afraid Master Luke is entirely correct, Artoo," See-Threepio stated, sadness in his voice. "The odds of anything having survived are 97,832,596 to 1."

"We couldn't have done it without Q-7N," Princess Leia Organa noted. "He was an extremely brave droid."

Gathered in the main cargo hold of the *Millennium Falcon*, Luke Skywalker, Princess Leia Organa, Threepio, and Artoo said good-bye to Kar Lamoran, Mordak, and Tix. Linked by the vehicle hatches, the *Falcon* was still connected to the *Stellar Manx* and the *Marauder*-class Corvette.

"Where are Solo and Chewbacca?" Kar Lamoran asked.

"In the *Falcon*'s cockpit, preparing for our return to the Rebel base on Yavin Four," Leia replied. "I get the feeling neither one of them is very good at saying good-bye."

"Just give them my best," Lamoran said. "I'm taking the *Stellar Manx* back to Space Station Kwenn. Let me know if you need any help in the future."

"Thanks, Kar," Luke nodded. Turning to the two former Imperial officers, Luke asked, "Are you two all set to return to Bonadan?"

"Yes, Luke," Mordak answered. "Tix and I will return the *Marauder* to the Corporate Sector Authority, then try to find more recruits for the Rebel Alliance."

"Take care, then," Leia said. "And good luck!"

Kar Lamoran, Mordak, and Tix exited the *Falcon*'s hatch, making their way to the *Manx* and the *Marauder*. Minutes later, the *Manx* and *Marauder* separated and blasted away.

Luke and Leia joined Solo and Chewbacca in the *Falcon*'s cockpit. "We're just about ready to go," Solo announced, entering the coordinates for Yavin Four into the nav computer. "Where are the droids?"

"Threepio and Artoo are both secured in the main cargo hold," Leia answered. "They're both devastated by the loss of Q-7N."

"For a little droid, he sure was resourceful," Solo said with admiration.

"'Resourceful' doesn't even begin to describe Q-7N," Luke muttered. "That little droid sacrificed himself and his entire world to help us destroy the Empire's weapon. The only person I ever knew who was that brave was Obi-Wan Kenobi."

For a few seconds, there was silence in the *Falcon's* cockpit as the Rebels remembered the friends they had lost in their battle against the Empire.

"Come on, Chewie," Solo finally coaxed. "Let's get this heap back to Yavin Four."

Chewbacca punched the controls and the *Millennium Falcon* blasted away to new adventures.

THE END

**THANK YOU FOR BEING A PART
OF STAR WARS MISSIONS!**

You are a Rebel. On a distant planet in the Unknown Regions, the Empire is setting up a device that will allow them to control all hyperspace travel. If they succeed, the Rebellion will be crushed — and the Empire will dominate the galaxy forevermore. You are the Rebellion's only hope. Your mission: to destroy the Imperial device — and thwart Darth Vader's sinister plans.

**May the Force
be with you.**

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